<u>Listing of Claims:</u>

(Claims 82, 90, 92, 93, and 96-101 have been amended)

82. (Currently Amended)   A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

setting a time for a group of users to start a dialogue session to work on materials related to the subject so as to provide an interactive environment to help the users learn;

allowing a user to share materials generated by the user with other users, with the user's changes in the materials being seen by the other users in real time during the session;

retrieving materials related to the subject during the dialog session for the group of users to share;

assessing, during the session, at least one user's understanding <u>in an area of the</u> <u>subject</u> ~~to track performance~~; and

allowing some of the users to interact among themselves privately, separate from at least one other user.

83. (Previously Presented)   A computer-implemented group-learning method as recited in claim 82 further comprising customizing the training of the at least one user on the subject based on assessing that user's understanding.

84. (Previously Presented)   A computer-implemented group-learning method as recited in claim 82 further comprising recording the session to allow for later playback.

85. (Previously Presented)   A computer-implemented group-learning method as recited in claim 82 further comprising registering the users for the session.

86. (Previously Presented)   A computer-implemented group-learning method as recited in claim 82 wherein, at least for some of the users, each is represented by a symbol on a screen that can be seen by the other users during the session.

87. (Previously Presented)   A computer-implemented group-learning method as recited in claim 82 wherein at least one user's face can be seen on a screen by other users during the session.

88. (Previously Presented)   A computer-implemented group-learning method as recited in claim 82 further comprising allowing an instructor to observe a user during the session.

89. (Previously Presented)   A computer-implemented group-learning method as recited in claim 82 further comprising providing materials for a user to learn at the user's pace during the session.

90. (Currently Amended)   A computer-implemented group-learning method as recited in claim 82 further comprising:

allowing a user to create notes while working on the subject; and

allowing the user to identify an area in the retrieved materials and copying the said area to the user's notes.

91. (Previously Presented)   A computer-implemented group-learning method as recited in claim 90 wherein the user's notes can be saved to allow for later review.

92. (Currently Amended)   A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

setting a time for a group of users to start a dialogue session to work on materials related to the subject so as to provide an interactive environment to help the users learn;

allowing a user to share materials generated by the user with other users, with the user's changes in the materials being seen by the other users in real time during the session;

retrieving materials related to the subject during the dialog session for the group of users to work on share;

representing, at least for some of the users, each by a symbol on a screen that can be seen by the other users during the session; and

allowing at least one user's face to be seen on the screen by other users during the session.

93. (Currently Amended)   A computer-implemented group-learning method as recited in claim 92 further comprising assessing, during the session, at least one user's understanding in an area of the subject to track performance.

94. (Previously Presented)   A computer-implemented group-learning method as recited in claim 92 further comprising allowing some of the users to interact among themselves privately, separate from at least one other user.

95. (Previously Presented)   A computer-implemented group-learning method as recited in claim 92 further comprising recording the session to allow for later playback.

96. (Currently Amended)   A computer-implemented group-learning method as recited in claim 92 further comprising:
      allowing a user to create notes on the subject; and
      allowing the user to identify an area in the retrieved materials and copying the said area to the user's notes.

97. (Currently Amended) A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:
      setting a time for a group of users to start a dialogue session to work on materials related to the subject so as to provide an interactive environment to help the users learn;
      allowing a user to share a drawing generated by the user with other users, with the user's changes in the drawing being seen by the other users in real time during the session;
      retrieving materials related to the subject during the dialog session for the group of users to share;
      allowing an instructor to observe a user during the session; and
      recording the session to allow for later playback;
wherein the method also comprises registering the users for the session.

A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment for the users to learn;

having at least a portion of the dialogue session recorded with the recorded dialogue materials being able to be retrieved at a later time;

retrieving materials for a user to work on the subject;

allowing the user to create notes while working on the subject; and

allowing the user to link a piece of notes created to an area of the materials retrieved.

98. (Currently Amended) A computer-implemented group-learning method as recited in claim 97 further comprising assessing, during the session, at least one user's understanding to track performance.

A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment for the users to learn;

having at least a portion of the dialogue session recorded with the recorded dialogue materials being able to be retrieved at a later time;

retrieving materials for a user to work on the subject;

allowing the user to create notes while working on the subject; and

allowing the user to cut an area in the retrieved materials and paste the area to the user's notes.

99. (Currently Amended) A computer-implemented group-learning method as recited in claim 97 further comprising allowing some of the users to interact among themselves privately, separate from at least one other user.

A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment for the users to learn, such that during such dialogue, one user can share a drawing with the other users, and changes made in the drawing can be seen by the other users as the changes are made;

retrieving materials related to the subject for a user, with at least a portion of the materials tailored to the user, such that the materials retrieved can be different for a different user; and

allowing the user to individually work on the retrieved materials not during the dialogue session.

100. (Currently Amended) ~~A computer-implemented group-learning method as recited in claim 97 further comprising providing materials for a user to learn at the user's pace during the session.~~

A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment for the users to learn;

allowing some of the users, which can be more than two, to engage in a separate dialogue privately among themselves, apart from at least one other user, such that during such dialogue, one user can transmit a drawing to the other users, and during such dialogue, materials on a problem regarding the subject can be sent to the users to allow them to work on the problem;

retrieving materials related to the subject for a user; and

allowing the user to individually work on the retrieved materials not during the dialogue session.

101. (Currently Amended) ~~A computer-implemented group-learning method as recited in claim 97 further comprising:~~

~~allowing a user to create notes on the subject; and~~

~~allowing the user to identify an area in the retrieved materials and copying said area to the user's notes.~~

A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment for the users to learn;

retrieving materials related to the subject, during the dialogue session, for at least one of the users to work on;

asking at least one user to respond to an inquiry during the dialogue session;

retrieving materials related to the subject for a user; and

allowing the user to individually work on the retrieved materials not during the dialogue session.
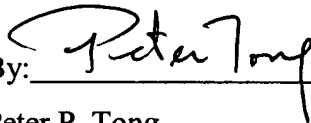
Dated: May 1, 2004   Respectfully submitted,

Peter P. Tong
1807 Limetree Lane   By:_____
Mountain View, CA 94040   Peter P. Tong
(650) 625-8192   Registration No.: 35,757